EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	14	"asset movie"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/09/30 16:08
L2	1359	multimedia and transition and composition	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/09/30 16:08
L3	10	"multimedia asset" and transition and composition	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L4	3	"multimedia asset" and transition and composition and "video editing"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L5	5	"multimedia asset" and transition and "video editing"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L6	46	assets and multimedia and transition and "video editing"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L7	59	assets and multimedia and (composite or composition or compositing) and "video editing"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L8	340	725/86	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08

09/30/06

EAST Search History

L9	250	725/47	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L10	19	"matte video"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L11	13768	"transition time"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L12	15	"transition time" and multimedia and asset	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L13	1	"default transition time" and multimedia and asset	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L14	6	"key asset" and multimedia and transition and time	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L15	0	"defining a transition"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L16	151	"transition definition"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08

EAST Search History

L17	11	"transition definition" and multimedia	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L18	7453	multimedia and transition and video	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L19	491	multimedia and transition and video and asset	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L20	11	multimedia and transition and video and asset and "transition time"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L21	221	multimedia and transition and video and "transition time"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L22	207	multimedia and transition and video and "transition time" and (@ad<"20040416" or @rlad<"20040416")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L23	5	multimedia and transition and video and "transition time" and (@ad<"20040416" or @rlad<"20040416") and "video editing"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L24	394	multimedia and transition and video and (@ad<"20040416" or @rlad<"20040416") and "video editing"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08

EAST Search History

L25	4	multimedia and transition and video and (@ad<"20040416" or @rlad<"20040416") and "video editing" and matte and movie	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L26	2	multimedia and transition and video and (@ad<"20040416" or @rlad<"20040416") and "video editing" and "asset movie"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L27	2	"6201924".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L28	2	"5206929".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L29	19	"alpha transition" and video	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L30	2	"alpha transition" and "video editing"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L31	4	"asset movie" and "video editing"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L32	215	"alpha transition"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08

EAST Search History

L33	0	"alpha transition" and defne	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L34	56	"alpha transition" and define	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L35	19	"alpha transition" and video	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L36	5	"multimedia transition"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L37	7	"window movie maker"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L38	7	"windows movie maker"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L39	2	"windows movie maker" and transition	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L40	11392	microsoft and transition	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08

EAST Search History

L41	1367	microsoft and transition and movie	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L42	191	microsoft and transition and movie and asset	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L43	155	microsoft and transition and movie and asset and multimedia	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L44	84	microsoft and transition and movie and asset and multimedia and alpha	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L45	155	microsoft and transition and movie and asset and multimedia and video	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L46	152	microsoft and transition and movie and asset and multimedia and video and (@ad<"20040416" or @rlad<"20040416")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L47	103	microsoft and transition and movie and asset and multimedia and video and (@ad<"20040416" or @rlad<"20040416") and (define or defining) and editing	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L48	1	"track matte transitions"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/09/30 16:08

EAST Search History

L49	2	"track matte" and transitions	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/09/30 16:08
L50	1014	"alpha channel"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/09/30 16:08
L51	2	"5491778".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/09/30 16:08
L52	318	L50 and transition	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/09/30 16:08
L53	335	L50 and transition and (define or defining or edit or definition)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L54	963	715/500.1	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L55	6	"5726717"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L56	1	"5726717" and alpha	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08

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L57	8606	compositing	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L58	19	compositing and "multimedia assets"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L59	2	"6154600".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L60	13768	"transition time"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L61	1	"transition time" and "key asset"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L62	58019	transition and time and (duration and length)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L63	30843	transition and time and (duration and length) and media	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L64	238	transition and time and (duration and length) and media and "video editing"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08

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L65	91	blend and "alpha channel" and background and foreground and frame	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L66	16	"5528310"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L67	2	"5528310".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L68	40	blend and "alpha channel" and background and foreground and frame and black and white	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L69	10	blend and "alpha channel" and background and foreground and frame and black and white and grayscale	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L70	380	345/592	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L71	98	L70 and transition	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L72	2	"matte movie"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08

EAST Search History

L73	720	compositing and foreground and background and alpha	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L74	468	compositing and foreground and background and alpha and black and white	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L75	279	compositing and foreground and background and alpha and black and white and transition	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L76	521	foreground and background and alpha and black and white and transition	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L77	422	foreground and background and alpha and black and white and transition and (movie or video)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L78	123	foreground and background and alpha and black and white and transition and (movie or video) and blend	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L79	6	foreground and "black background" and alpha and black and white and transition and (movie or video) and blend	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L80	162	matte and movie and black and white and transition and alpha	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08

EAST Search History

L81	146	matte and movie and black and white and transition and alpha and frame	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L82	1094	"chroma key"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L83	131	matte and movie and black and white and transition and alpha and frame and foreground and background	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L84	10	matte and (movie or video) and black and white and transition and alpha and frame and foreground and background and blend	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L85	4	matte and movie and black and white and transition and alpha and frame and foreground and background and blend	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08
L86	1	"zoom-x map"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/30 16:08

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1 Poster session 1: video annotation, indexing and retrieval: A new general framework for shot boundary detection and key-frame extraction
Huamin Feng, Wei Fang, Sen Liu, Yong Fang
November 2005 **Proceedings of the 7th ACM SIGMM international workshop on Multimedia information retrieval MIR '05**
Publisher: ACM Press
Full text available: pdf(294.28 KB) Additional Information: full citation, abstract, references, index terms

Video shot boundary detection is an important step in many video applications. Since the rapid development of video editing technology, especially, the extensive use of sub-window in news video, the original method of video segmentation cannot efficiently detect the video shot boundary caused by special video technique. In this paper, previous temporal multi-resolution analysis (TMRA) work was extended by first using SVM (Supported Vector Machines) classify the video frames within a sliding wind ...

Keywords: SVM, TMRA, blocked color histogram

2 Video cut detection using frame windows
S. M. M. Tahaghoghi, Hugh E. Williams, James A. Thom, Timo Volkmer
January 2005 **Proceedings of the Twenty-eighth Australasian conference on Computer Science - Volume 38 ACSC '05**
Publisher: Australian Computer Society, Inc.
Full text available: pdf(179.71 KB) Additional Information: full citation, abstract, references, index terms

Segmentation is the first step in managing data for many information retrieval tasks. Automatic audio transcriptions and digital video footage are typically continuous data sources that must be pre-processed for segmentation into logical entities that can be stored, queried, and retrieved. Shot boundary detection is a common low-level video segmentation technique, where a video stream is divided into shots that are typically composed of similar frames. In this paper, we propose a new technique f ...

Keywords: cut detection, shot boundary detection, video retrieval, video segmentation

3 Video textures
Arno Schödl, Richard Szeliski, David H. Salesin, Irfan Essa
July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press/Addison-Wesley Publishing Co.
Full text available: pdf(1.20 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper introduces a new type of medium, called a video texture, which has qualities somewhere between those of a photograph and a video. A video texture provides a continuous infinitely varying stream of images. While the individual frames of a video texture may be repeated from time to time, the video sequence as a whole is never repeated exactly. Video textures can be used in place of digital photos to infuse a static image with dynamic qualities and explicit actions. ...

Keywords: animation, image-based rendering, morphing, multimedia, natural phenomena, texture synthesis, video sprites, video-based animation, video-based rendering, view morphing

4 MPEG-4 Video transmission over wireless networks: a link level performance study

Ji-An Zhao, Bo Li, Chi-Wah Kok, Ishfaq Ahmad
March 2004 **Wireless Networks**, Volume 10 Issue 2
Publisher: Kluwer Academic Publishers

Full text available: pdf(306.85 KB) Additional Information: full citation, abstract, references, index terms, review

With the scalability and flexibility of the MPEG-4 and the emergence of the broadband wireless network, wireless multimedia services are foreseen to become deployed in the near future. Transporting MPEG-4 video over the broadband wireless network is expected to be an important component of many emerging multimedia applications. One of the critical issues for multimedia applications is to ensure that the quality-of-service (QoS) requirement to be maintained at an acceptable level. This is further ...

Keywords: DBMAP with marked transitions, DBMAP/PH/1 priority queue, HMM channel, PH-type distribution

5 Animation from motion/video data: Controlled animation of video sprites

Arno Schödl, Irfan A. Essa
July 2002 **Proceedings of the 2002 ACM SIGGRAPH/Eurographics symposium on Computer animation**
Publisher: ACM Press

Full text available: pdf(10.22 MB) Additional Information: full citation, abstract, references, citings, index terms

We introduce a new optimization algorithm for video sprites to animate realistic-looking characters. Video sprites are animations created by rearranging recorded video frames of a moving object. Our new technique to find good frame arrangements is based on repeated partial replacements of the sequence. It allows the user to specify animations using a flexible cost function. We also show a fast technique to compute video sprite transitions and a simple algorithm to correct for perspective effects ...

Keywords: character animation, optimization, video sprites, video textures

6 Modeling full-length video using Markov-modulated Gamma-based framework

Uttam K. Sarkar, Subramanian Ramakrishnan, Dilip Sarkar
August 2003 **IEEE/ACM Transactions on Networking (TON)**, Volume 11 Issue 4
Publisher: IEEE Press

Full text available: pdf(727.12 KB) Additional Information: full citation, abstract, references, citings, index terms

All traffic models for MPEG-like encoded variable bit rate (VBR) video can be broadly categorized into 1) data-rate models (DRMs) and 2) frame-size models (FSMs). Almost all proposed VBR traffic models are DRMs. DRMs generate *only* data arrival rate, and are good for estimating average packet-loss and ATM buffer overflowing probabilities, but fail to identify such details as percentage of frames affected. FSMs generate sizes of individual MPEG frames, and are good for studying frame loss r ...

Keywords: MPEG, QQ plot, frame-size traffic model, gamma distribution, leaky-bucket simulation, variable bit rate (VBR) video

7 Motion capture and editing: Video-based character animation

J. Starck, G. Miller, A. Hilton

July 2005 **Proceedings of the 2005 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '05**

Publisher: ACM Press

Full text available: pdf(439.01 KB) Additional Information: full citation, abstract, references, index terms

In this paper we introduce a video-based representation for free viewpoint visualization and motion control of 3D character models created from multiple view video sequences of real people. Previous approaches to video-based rendering provide no control of scene dynamics to manipulate, retarget, and create new 3D content from captured scenes. Here we contribute a new approach, combining image based reconstruction and video-based animation to allow controlled animation of people from captured mul ...

8 Digital images: Entropy metrics used for video summarization

Z. Černeková, C. Nikou, I. Pitas

April 2002 **Proceedings of the 18th spring conference on Computer graphics**

Publisher: ACM Press

Full text available: pdf(859.24 KB) Additional Information: full citation, abstract, references, index terms

New methods for detecting shot boundaries in video sequences and for extracting key frames using metrics based on information theory are proposed. The method for shot cut detection relies on the mutual information and the joint entropy between the frames. It can detect cuts, fade-ins and fade-outs. The detection technique was tested on TV video sequences having different types of shots and containing significant object and camera motion inside the shots. It is demonstrated that the method detect ...

Keywords: detection accuracy, entropy, key frame extraction, mutual information, shot boundary detection, video analysis, video segmentation

9 Dissolve transition detection algorithm using spatio-temporal distribution of MPEG macro-block types (poster session)

Sung-Bae Jun, Kyoungro Yoon, Hee-Youn Lee

October 2000 **Proceedings of the eighth ACM international conference on Multimedia**

Publisher: ACM Press

Full text available: pdf(394.68 KB) Additional Information: full citation, abstract, references, index terms

Almost every shot change detection algorithm detects abrupt transition (hard cut) without difficulty, but gradual transitions such as fades, dissolves, wipes are left as hard-to-detect problems. Dissolve effect, among the various gradual transition effects, is one of the most frequently used shot transition methods with special semantic meaning such as scene transition. Information of the shot change type can also be the basis for the shot clustering algorithms. In this paper, we present a fa ...

Keywords: MPEG, dissolve, fades, macro block type distribution, shot change detection, video segmentation

10 Applications on the go: A systems architecture for ubiquitous video

Neil J. McCurdy, William G. Griswold

June 2005 **Proceedings of the 3rd international conference on Mobile systems, applications, and services MobiSys '05**

Publisher: ACM Press

Full text available: pdf(334.54 KB) Additional Information: full citation, abstract, references

Realityflythrough is a telepresence/tele-reality system that works in the dynamic, uncalibrated environments typically associated with ubiquitous computing. By harnessing networked mobile video cameras, it allows a user to remotely and immersively explore a physical space. RealityFlythrough creates the illusion of complete live camera coverage in a physical environment. This paper describes the architecture of RealityFlythrough, and evaluates it along three dimensions: (1) its support of the abs ...

11 CVEPS - a compressed video editing and parsing system

Jianhao Meng, Shih-Fu Chang
February 1997 **Proceedings of the fourth ACM international conference on Multimedia**
Publisher: ACM Press
Full text available: pdf(1.38 MB) Additional Information: full citation, references, citings, index terms

12 VideoTrails: representing and visualizing structure in video sequences

Vikrant Kobla, David Doermann, Christos Faloutsos
November 1997 **Proceedings of the fifth ACM international conference on Multimedia**
Publisher: ACM Press
Full text available: pdf(2.03 MB) Additional Information: full citation, references, citings, index terms

13 Modeling one- and two-layer variable bit rate video

Kavitha Chandra, Amy R. Reibman
June 1999 **IEEE/ACM Transactions on Networking (TON)**, Volume 7 Issue 3
Publisher: IEEE Press
Full text available: pdf(265.12 KB) Additional Information: full citation, references, citings, index terms

Keywords: MPEG2, VBR video, multiplexing, traffic model, two-layer

14 Multimedia data mining: VRules: an effective association-based classifier for videos

Ling Chen, Sourav S. Bhowmick, Liang-Tien Chia
November 2004 **Proceedings of the 2nd ACM international workshop on Multimedia databases**
Publisher: ACM Press
Full text available: pdf(201.20 KB) Additional Information: full citation, abstract, references, index terms

Video classification is an important step towards multimedia understanding. Most state-of-the-art approaches which apply HMM to capture the temporal information of videos have the limitation by assuming that the current state of a video depends only on the immediate previous state. Nevertheless, this assumption may not hold for videos of various categories. In this paper, we present an effective video classifier which employs the association rule mining technique to discover the actual depend ...

Keywords: association rule, frequent sequence, video classification

15 Applications II: The power of play-break for automatic detection and browsing of self-consumable sport video highlights

Dian Tjondronegoro, Yi-Ping Phoebe Chen, Binh Pham
October 2004 **Proceedings of the 6th ACM SIGMM international workshop on Multimedia information retrieval**
Publisher: ACM Press
Full text available: pdf(1.61 MB) Additional Information: full citation, abstract, references, index terms

To enable content-based retrieval, highlights extraction from broadcasted sport video has

been an active research topic in the last decade. There is a well-known theory that high-level semantic, such as goal in soccer can be detected based on the occurrences of specific audio and visual features that can be extracted automatically. However, there is yet a definitive solution for the scope (i.e. start and end) of the detection for self-consumable highlights. Thus, in this paper we will primari ...

Keywords: feature extraction, framework and algorithms, self-consumable highlights, soccer video summarization and retrieval

16 Session 5: Reducing energy consumption of video memory by bit-width compression

Vasily G. Moshnyaga, Koji Inoue, Mizuka Fukagawa

August 2002 **Proceedings of the 2002 international symposium on Low power electronics and design**

Publisher: ACM Press

Full text available: pdf(139.26 KB) Additional Information: full citation, abstract, references, index terms

A new architectural technique to reduce energy dissipation of video memory is proposed. Unlike existing approaches, the technique exploits the pixel correlation in video sequences, dynamically adjusting the memory bit-width to the number of bits changed per pixel. Instead of treating the data bits independently, we group the most significant bits together, activating the corresponding group of bit-lines adaptively to data variation. The method is not restricted to the specific bit-patterns nor d ...

Keywords: bitwidth-compression, frame memory, low-power design

17 Internet and WWW-based systems: A web-enabled video indexing system

Jian Zhou, Xiao-Ping Zhang

October 2004 **Proceedings of the 6th ACM SIGMM international workshop on Multimedia information retrieval**

Publisher: ACM Press

Full text available: pdf(399.60 KB) Additional Information: full citation, abstract, references, index terms

Video parsing and indexing is an important early stage of content-based video analysis. In this paper, we present a new web-enabled video indexing system that integrates Synchronized Multimedia Integration Language (SMIL) standard. New algorithms are proposed for video temporal segmentation. Sharp transition detection is achieved by an enhanced histogram-based method that is robust to illumination changes. For gradual transition detection, new features are introduced for dissolve detection. T ...

Keywords: SMIL, shot boundary detection, video indexing, video temporal segmentation

18 New enhancements to cut, fade, and dissolve detection processes in video segmentation

Ba Tu Truong, Chitra Dorai, Svetha Venkatesh

October 2000 **Proceedings of the eighth ACM international conference on Multimedia**

Publisher: ACM Press

Full text available: pdf(733.18 KB) Additional Information: full citation, abstract, references, citings, index terms

We present improved algorithms for cut, fade, and dissolve detection which are fundamental steps in digital video analysis. In particular, we propose a new adaptive threshold determination method that is shown to reduce artifacts created by noise and motion in scene cut detection. We also describe new two-step algorithms for fade and dissolve detection, and introduce a method for eliminating false positives from a list of detected candidate transitions. In our detailed study of these gradual ...

19 Graphcut textures: image and video synthesis using graph cuts

Vivek Kwatra, Arno Schödl, Irfan Essa, Greg Turk, Aaron Bobick
July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3
Publisher: ACM Press
Full text available: pdf(23.86 MB) Additional Information: full citation, abstract, references, citings

In this paper we introduce a new algorithm for image and video texture synthesis. In our approach, patch regions from a sample image or video are transformed and copied to the output and then stitched together along optimal seams to generate a new (and typically larger) output. In contrast to other techniques, the size of the patch is not chosen *a-priori*, but instead a *graph cut* technique is used to determine the optimal patch region for any given offset between the input and outpu ...

Keywords: image and video processing, image-based rendering, machine learning, natural phenomenon, texture synthesis

20 Camera-based input and video techniques: Videography for telepresentations
Yong Rui, Anoop Gupta, Jonathan Grudin
April 2003 **Proceedings of the SIGCHI conference on Human factors in computing systems**
Publisher: ACM Press
Full text available: pdf(414.00 KB) Additional Information: full citation, abstract, references, citings, index terms

Our goal is to help automate the capture and broadcast of lectures to remote audiences. There are two inter-related components to the design of such systems. The technology component includes the hardware (e.g., video cameras) and associated software (e.g., speaker-tracking). The aesthetic component embodies the rules and idioms that human videographers follow to make a video visually engaging. We present a lecture room automation system and a substantial number of new video-production rules obt ...

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